| Question (1 point)  The agent is based on the assumption that the agent program can operate                  |
|--|
| on a computer system with physical sensors and actuators.  |
| a. processor architecture  |
| b. computer architecture   |
| *c. architecture   |
| d. software design   |
| e. software architecture   |
| #randomize   |
| Question (1 point)   |
| The biggest task for Artificial Intelligence is to work out how to write                                     |
| programs that generate rational behavior from a specific program rather than a huge, to the degree possible. |
| a. hash-table  |
| b. list  |
| *c. table  |
| d. spreadsheet   |
| e. worktable   |
| <pre>#randomize</pre>  |
| Question (1 point)   |
| The simple reflex agent chooses actions based on the percept,  |
| disregarding previous percepts.  |
| a. longterm  |
| b. relevant  |
| c. original  |
| d. initial   |
| *e. current  |
| #randomize   |
| Question (1 point)   |
| Simple reflex agents are admirable in that they are simple, yet their  |
| is minimal.  |
| a. astuteness  |
| b. sensibility   |
| *c. intelligence   |
| d. sentience   |
| e. rationality   |
| #randomize   |
| Question (1 point)   |
| For a simple reflex agent, even a small amount of will pose problems.  |
| a. asynchronicity  |
| b. unknowability   |
| c. changeability   |
| d. scaleability  |
| *e. unobservability  |
| #randomize   |
| Question (1 point)   |
| The model-based reflex agent's internal state must be updated with details on                                |
| how the evolves over time.   |
| a. reality   |
| b. wider world   |

| <pre>c. micro-world *d. world e. history #randomize</pre>   |
|---|
| Question (1 point) Artificial Intelligence subfields of search and are concerned with identifying action sequences that help an agent accomplish its goals.                           |
| <pre>*a. planning b. decision-making c. scheduling d. strategizing e. learning #randomize</pre>   |
| Question (1 point) In utility-based agents, the term utility applies to the quality of being, not to the electric company or the waterworks.  |
| *a. useful b. reliable c. sensible d. informative e. effective #randomize   |
| Question (1 point) The learning element is in control of creating in learning agents.   |
| <pre>a. new functionality b. incremental changes *c. improvements d. changes e. refinements #randomize</pre>  |
| Question (1 point) Another benefit to learning is that it encourages the agent to work in previously unknown environments and to become more than its initial experience will afford. |
| <pre>a. trustworthy b. diligent c. knowledgeable *d. competent e. resourceful</pre>   |

#randomize

,trustworthy,knowledgeable,competent,diligent,4,30